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INSTRUCTION BOOKLET

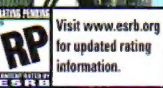


STAR WARS II

THE ORIGINAL TRILOGY



3295802



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**2 Player
Simultaneous**

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**Memory
Card**

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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CONTROLS





Encourage cheating

I do not, but wise

you would be

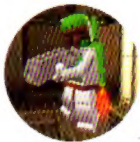
and cheat codes

you would have

for registering your

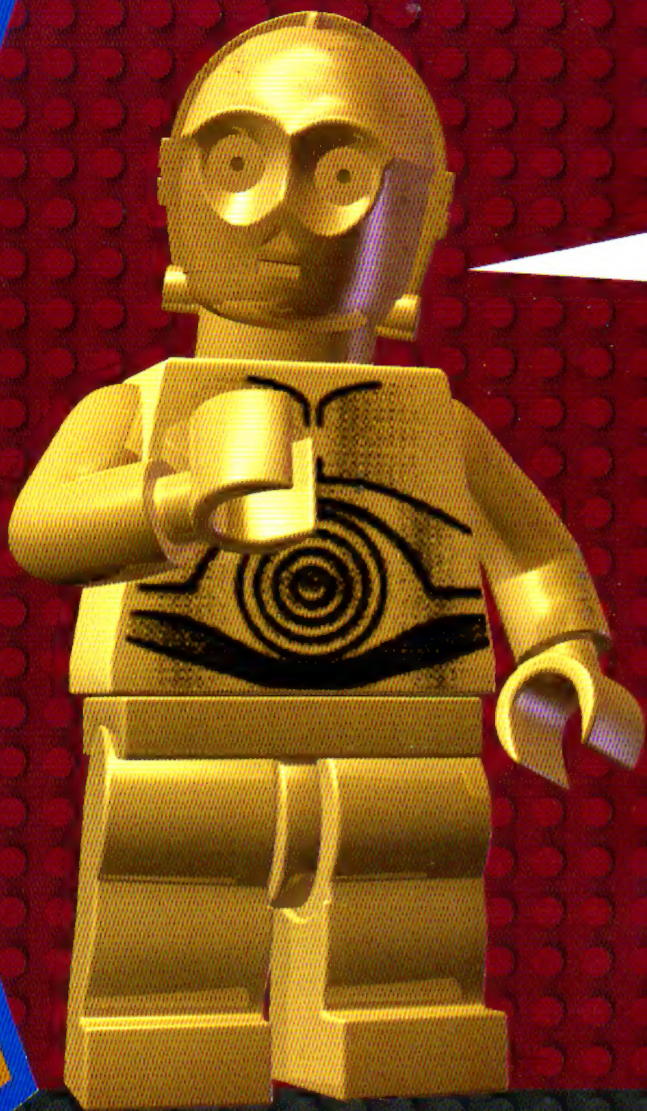
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reg.lucasarts.com



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GREETINGS!

I am C-3PO, human-cyborg relations. Hopefully you don't expect me to defend you against hostiles. I am after all only a protocol droid, and not programmed to engage in such harrowing activities. I'm not invincible! But I can offer some assistance by being your guide.

I have taken spotless notes during my journeys, most of which I think will come in handy on your very own adventures. Consider them tips and general observations on how I experienced the galaxy during some rather troubling situations—the LEGO *Star Wars* universe can be a frightfully dangerous place, you know. However, I take no responsibility if any of my "suggestions" result in loss of plastic limb. I've included many suggestions made by my dear friend R2-D2 (sometimes against my better judgement), so it would only seem fair to address all grievances care of him.

Should you find this guide useful, though, please forward all flattery to Lars Moisture Farm, Attn. C-3PO, Tatooine, Arkanis Sector, Outer Rim.

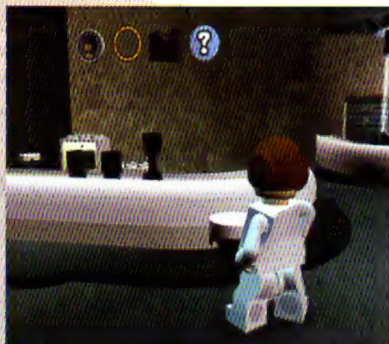
—SINCERELY, C-3PO



WELCOME TO THE MOS EISLEY CANTINA

Your journey begins in a rather dubious (despite Han Solo's opinions to the contrary) watering hole, the Mos Eisley Cantina. However, I must insist that you purchase your own drinks – droids are not made of credits, you know!

Starting off, you'll be in control of the lovely Princess Leia along with her companion Captain Antilles who seems to follow her almost anywhere – and he doesn't even break a sweat. Go ahead, tease the eager fellow by touring him around the Cantina.



THE BAR

The infamous Mos Eisley Cantina is renowned for its extensive menu of galactic delicacies. Simply wander over to the main bar in the center of the room and press the A Button to select your poison:

HINTS – Especially good for weary travelers with a taste for gameplay tips.

CHARACTERS – Looking for a different flavor? As you journey, bonus characters will become available here.

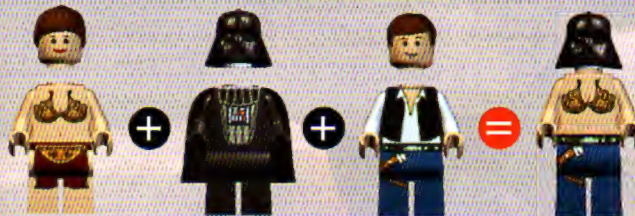
EXTRAS – Those with a hankering for exotic, yet expensive, seasonings will find these gameplay "cheats" very useful.

CODES – Being the best in the galaxy even means accepting custom orders. Enter your secret codes here.



CHARACTER CUSTOMIZER

Nearby, you may also notice dual bacta tanks with two figures floating eerily in them. Creepy, indeed, but don't be alarmed – this is where you can completely customize your characters. Early in the game, there aren't many options, but as you finish each chapter you'll unlock more customization parts. By pressing Up/Down, you can select what portion of the body you'd like to modify – Hat/Hair/Helmet, Face, Cape, Body, Arms, Hands, Weapon, Belt, and Legs. Then toggle Left/Right to change that particular feature. Do it yourself – or randomize the process by pressing the Y Button! To swap between custom characters, press the A Button or save and exit by pressing the B Button.



CARRY-OVER CHARACTERS

If you've played the first **LEGO Star Wars** game on Nintendo GameCube, you can bring any unlocked characters from that game in to **LEGO Star Wars II**. First, make sure that both your old **LEGO Star Wars** game save and your current **LEGO Star Wars II** save are on the same Memory Card (check your Nintendo GameCube manual if you need to copy game saves from one Memory Card to another). If you've got a valid **LEGO Star Wars** game save present, you can then purchase an Extra called "Use old save" from the Cantina Bartender. Now you'll have all those old characters available to play with in Free Play mode! There's just one thing to remember: if you delete the old game save, you'll lose the old characters too.

EPISODES



If you're looking to get right into the thick of things, I suggest jogging over to one of the episode lounge areas, very cleverly named Episode IV: *A New Hope*, Episode V: *The Empire Strikes Back*, and Episode VI: *Return of the Jedi*. Each door opens to a different chapter – all of which should seem oddly familiar to those well-traveled. Once you complete the first chapter, Secret Plans, subsequent missions will be unlocked, allowing you to move, in parallel, between all three episodes.

GAMEPLAY MODES

After entering a chapter in the Cantina, you'll be forced to make an extraordinarily difficult choice between two gameplay options. Don't worry, I'll hold your hand:

STORY

The developers of this wonderful game have spared no expense to prepare a Story Mode that follows the events of the original *Star Wars* Trilogy almost exactly. However, you'll only have access to certain characters specific to each scene.

FREE PLAY

For the more adventurous at heart, Free Play Mode allows you to journey back into any unlocked chapter using your choice of characters – and rotate between them at will. While you'll certainly meet some worthy allies during Story Mode, other characters must be purchased at the Mos Eisley Cantina bar.

The characters under your command at the time of entering the scene will remain for Free Play. However, you can select a different primary character from the character display by moving the blue highlight over that character and pressing the A Button. Player 2 can follow your lead with the green highlight.

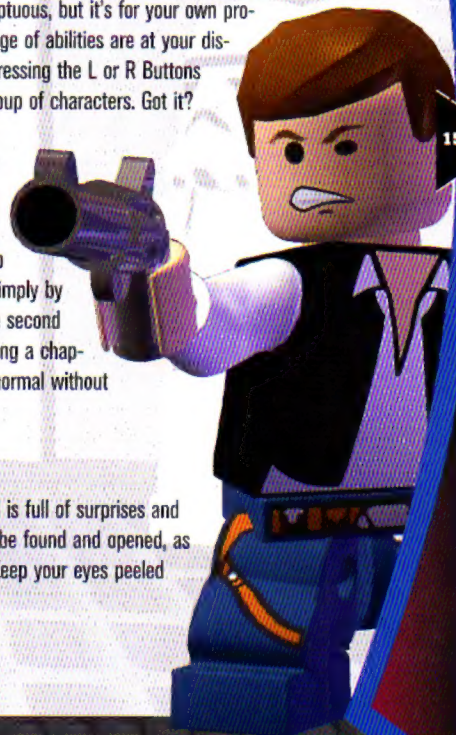
After your primary character is selected, additional team members are automatically picked. This may seem presumptuous, but it's for your own protection, ensuring the broadest range of abilities are at your disposal. While in Free Play Mode, pressing the L or R Buttons will let you cycle through your group of characters. Got it? Excellent.

2-PLAYER/CO-OP

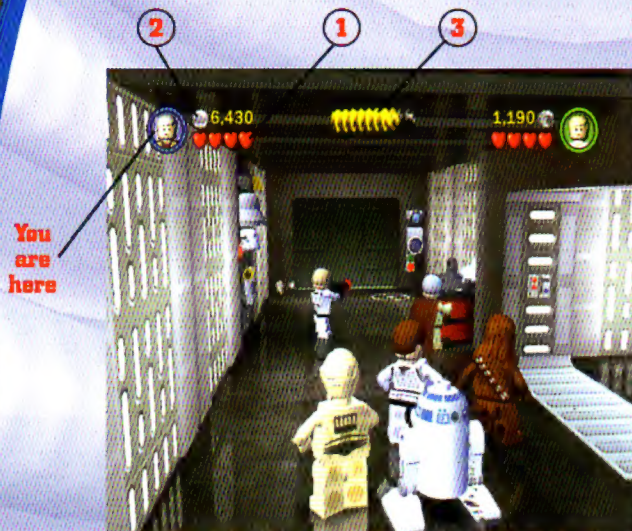
To promote socializing amongst gamers, a second player can jump in at any point during the game simply by pressing the START/PAUSE. If the second player chooses to drop in/out during a chapter, you'll be able to carry on as normal without disrupting your progress.

BONUS LEVELS

The world of **LEGO Star Wars II** is full of surprises and secrets. There are many doors to be found and opened, as you progress through the game. Keep your eyes peeled and your wits about you!



THE BASICS



Before you go and get broken into tiny, plastic bits, you should know a few more things. Take a good look above – all of this information is crucial, indispensable, and frankly, very important.

- 1. HEARTS** – Keep you alive.
- 2. LEGO STUDS** – Are your currency (see: page 21).
- 3. TRUE JEDI STATUS** – Collect enough LEGO Studs during each chapter, and you'll attain True Jedi Status. Maintain True Jedi Status for every chapter to unlock this game's innermost secret.

CONTROLS

MENU

- Highlight menu optionControl Pad: Up/Down
- Select highlighted optionA Button
- Change settingControl Pad: Up/Down
- Go back/CancelSTART/PAUSE

CHARACTERS

- Move characterControl Stick or Control Pad
- Jump/HoverA Button
- Attack/DefendB Button
- Special abilitiesX Button (hold down for Building)
- Pull leverX Button
- Switch between charactersFace character, then press Y Button
- Pause/in-game optionsSTART/PAUSE

VEHICLES

- Move vehicle/creatureControl Stick or Control Pad
- Fire weaponB Button
- Special abilitiesX Button
- Get in/out of vehicle
- Get on/off creatureY Button
- Pause/In-Game optionsSTART/PAUSE

FREE PLAY

- Change characterL/R Buttons

COMBAT

LIGHTSABER

- Attack** B Button
- Forward Leap Attack** Press A Button to jump, then press B Button in mid-air
- Double Jump** Press A Button twice
- Slam Attack** Press A Button twice to double-jump, then press B Button in mid-air
- Combos** Time your attacks carefully in sequence
- Defensive Stance** Hold down B Button
(when timed, you can deflect laser blasts back at attacker)



BLASTER

- Fire** B Button
- Evade** B Button

DROIDS

- Fire** Are you insane!?
Droids aren't designed for combat!

SPECIAL ABILITIES

THE FORCE

When you are playing a Jedi, you may see a Force glow engulfing an object. That is your cue to perform a variety of special moves:

- Force Move** Hold X Button while facing highlighted object
- Force Push** Press and hold X Button when an enemy is in range
- Jedi Mind Trick** ... Jedi pranksters can distract enemies by pressing the X Button while facing them

BUILDING

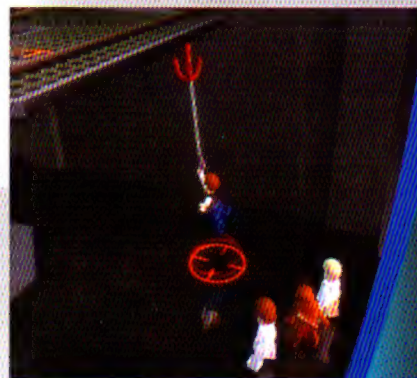
Fret not – Jedi don't have all the fun with LEGO bricks. Any humanoid characters can utilize the Build action to transform seemingly useless piles of plastic into... somewhat more useful things, also made of plastic.

- Build** Hold X Button while facing pile of LEGO bricks

GRAPPLING

Anyone equipped with a blaster or bowcaster can make use of this secondary fire ability to launch themselves upwards.

- Grappling Gun** ... Stand in or behind a glowing grapple circle, then press and hold X Button



HOVER

They may be Force-less, but certain Astromech droids like R2-D2 are pre-installed with anti-grav boosters allowing them to hover to places that Jedi just can't go.

Hover Press and hold A Button, then move as normal

JETPACK

It's rumoured that the fiercest bounty hunter in the galaxy is equipped with a personal rocket pack, along with other destructive special weapons.

Jetpack Press A Button twice



ACTIVATING PANELS

Some doors can only be unlocked by certain characters. You'll be prompted with a character icon on the panel so you'll know which one to use.

Activating Panels Face panel, then press X Button

DISGUISES

Sometimes situations require a little less brute force and a little more stealth, so certain humanoid characters like Luke Skywalker have the ability to disguise themselves as stormtroopers or bounty hunters to sneak past enemies.

COLLECTIBLES

LEGO STUDS

Since credits are easily counterfeited, a new currency called LEGO Studs has been put into place. These little bits of valuable plastic can be earned in a variety of ways – breaking, blasting, slicing, exploding.

At the end of each chapter, your LEGO Studs are banked and can be exchanged at the Mos Eisley Cantina to unlock characters, cheats, and other extras. During 2-Player Mode, LEGO Studs are tallied in the same counter.

LEGO Stud Currency Exchange Rates:

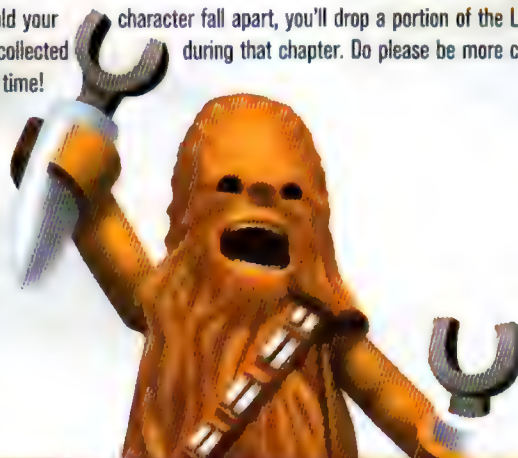
One Silver Stud 10

One Gold Stud 100

One Blue Stud 1,000



Should your character fall apart, you'll drop a portion of the LEGO Studs you collected during that chapter. Do please be more careful next time!



MINI-KIT CANISTERS

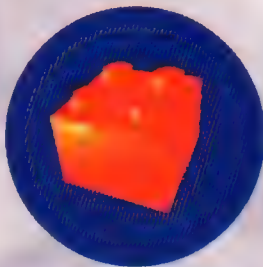
The developers of this game have taken great pride in hiding rare, little items called Mini-Kit Canisters in every nook, cranny, and even in the pit of the Sarlacc. They are difficult to find, but if you can locate 10 Mini-Kits in each chapter, you'll be rewarded with immense LEGO Stud wealth and the parts to build an exclusive Star Wars vehicle.

As you foster your collection of vehicles, you can visit them by wandering out to the Mos Eisley Cantina's parking lot. However, some questionable Rodians have been known to loiter outside – so use your manners.



POWER BRICKS

Hidden somewhere in each chapter is a super-secret red Power Brick. If you can find one, you'll gain the option to purchase a new Extra feature from the Cantina barman, and power up your abilities.



GOLD BRICKS

You can obtain Gold Bricks by either completing a level in Freeplay, Story mode, obtaining True Jedi Status in both modes, and collecting all the mini-kits. You can also purchase Gold Bricks at the Cantina. These bricks earn you access to bonus levels, and the final 2 chapters of the game.

PAUSING YOUR PROGRESS

By pressing START/PAUSE, you can pause any near-death situation and view your progress, seeing how many Mini-Kit Canisters you've collected and how close you are to being the envy of all your friends by attaining True Jedi Status for that particular chapter. Or you can merely ignore the conflict at hand and toggle through:

OPTIONS To adjust sound effects and/or music volume, or turn on/off Auto Save functionality.

MOS EISLEY CANTINA . . . To escape to the Mos Eisley Cantina, thus losing all LEGO Studs, Mini-Kit Canisters, and characters you unlocked during that chapter.

END OF CHAPTERS

At the conclusion of each chapter, should you make it that far – you'll be treated to a measure of your gaming abilities, recounting all the characters you've unlocked for use in Free Play Mode, and the LEGO Studs and Mini-Kit Canisters you've collected.



SAVING

Listen up – this is more important than remembering my manufacturing day! After completing a chapter, customizing a character, or purchasing something from the Mos Eisley Cantina, you'll be asked to select a save game slot. Press LEFT/RIGHT on the Control Stick to choose one, then press the A Button to confirm.

The very responsible Yoda inside your Nintendo GameCube will then ask you to enable the Autosave feature. This is recommended. Highly. Droids can't lie! Doing so will automatically save your progress after completing a chapter or a purchase. Trust me, it's worth it!

LOADING A SAVED GAME

FROM THE OPENING SCREEN

Press UP/DOWN on the Control Stick to select "Load Game," and press the A Button. Press LEFT/RIGHT on the Control Stick to select a save game slot, then press the A Button to load the selected game.

FROM A NINTENDO GAMECUBE MEMORY CARD

If a saved game is present on the Memory Card, a list of saved games will be displayed when you start up the game.

Use the Control Stick to select the game you want to load and press the A Button.

DURING GAMEPLAY

To see your saved games from the Mos Eisley Cantina, press the START/PAUSE to pause the game and access the in-game "Pause" menu. Select "Quit" to exit the game, and then choose load game from the startup menu.

CHARACTER CHECKLIST

To properly complete this game, one must unlock every single character. Otherwise, I'd seriously reconsider calling yourself a "gamer" – it's just not fair to the truly dedicated humanoids out there. Also, it has to be said that not all unlockable characters are listed – we can't give away everything!



◆ Princess
Leia



◆ Princess
Leia (Hoth)



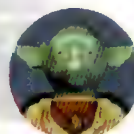
◆ Rebel
Trooper



◆ R2-D2



◆ C-3PO



◆ Yoda



◆ Luke
Skywalker
(Bespin)



◆ Luke
Skywalker
(Endor)



◆ Luke
Skywalker
(Jedi)



◆ Luke
Skywalker
(Tatooine)



◆ Luke
Skywalker
(Dagobah)



◆ Han Solo



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putting up with all of my
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The Chew Family

The Ng Family

To Antonia and Isidro

Valverde

To Zach and Taylor

Hansen

Tony Grandlich

Vinea

Very Special Thanks

George Lucas

HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information regarding our programs, hints, gameplay assistance, and technical support.

WHERE TO FIND US ONLINE

You can visit the LucasArts

Web site at www.lucasarts.com. From

there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative. The Support section of the LucasArts Web site also features community based Technical Support Forums where you can find the latest game support information, discuss technical issues and obtain assistance from other users.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Support section of the LucasArts Web site at <http://support.lucasarts.com>. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk

will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

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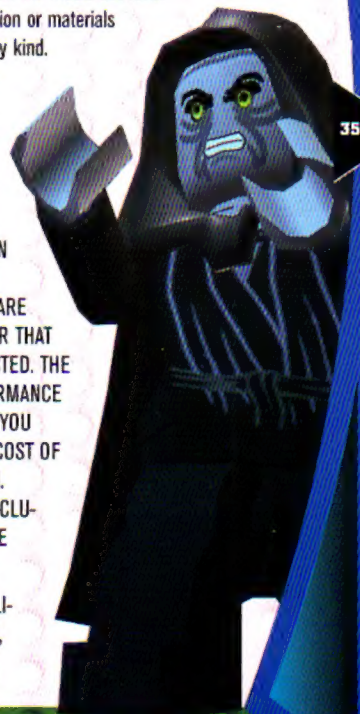
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